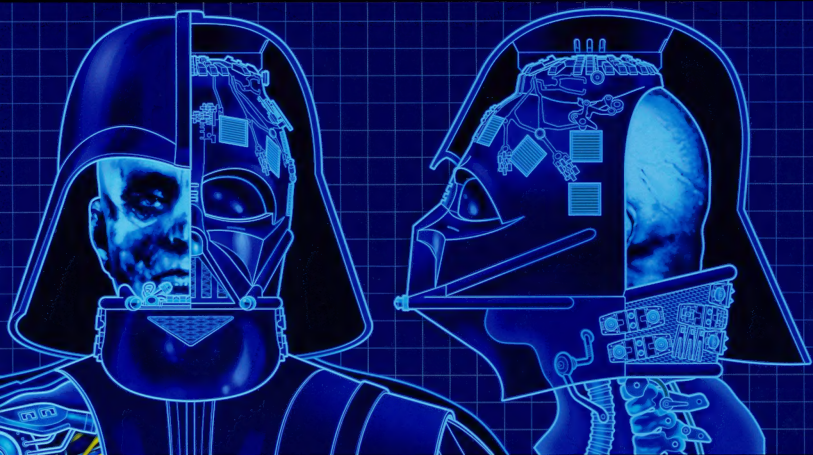




# STAR WARS®

## BLUEPRINTS THE ULTIMATE COLLECTION



**FIVE DOUBLE-SIDED POSTER-SIZED PLANS**  
**THE DEATH STAR • DARTH VADER • R2-D2 & C-3PO**  
**MILLENNIUM FALCON • LIGHTSABERS & BLASTERS**

Illustrated by Chris Trevas and Chris Reiff  
Written by Ryder Windham



# DARTH VADER

“There is still good in him.”

LUKE SKYWALKER

## CONFLICT AND SALVATION

Darth Vader himself did not believe there was any good left inside of him, but, thanks to his son, Luke Skywalker, his Jedi spirit prevailed.



## DEATH STAR DUEL

Nearly two decades after he was defeated by his former Master, Jedi Obi-Wan Kenobi, Darth Vader was again confronted by Kenobi on the first Death Star. Kenobi surrendered to Vader, who was astonished when the Jedi's body vanished at the moment of his death. When Rebel forces later destroyed the Death Star, only Vader survived.



## DARK REVELATION

On Cloud City, Vader attempted to conscript the Jedi aspirant Luke Skywalker to ally with him, destroy the Emperor, and rule the galaxy. Luke had been told that Vader was responsible for killing his father, and was mortified to hear Vader's claim that he was Luke's father. Luke escaped Vader's clutches, but they would soon meet again.



## RETURN OF THE JEDI

Vader was injured in a duel with Luke Skywalker in front of the Emperor on the second Death Star. After Luke refused to kill his father, Vader was compelled to stop the Emperor from attacking his son. Vader yielded to the spirit of his former self, Anakin Skywalker, and destroyed the Emperor—bringing balance to the Force.

## THE EMPEROR'S LIEUTENANT

Manipulated by evil Emperor Palpatine and seduced by the dark side of the Force, Jedi Knight Anakin Skywalker was transformed into Darth Vader, Dark Lord of the Sith. As the Emperor's personal enforcer, Vader hunted down the Jedi as part of Order 66, helping to destroy the Jedi Temple; he then oversaw the construction of two Death Stars—enormous battle stations with enough fire-power to destroy an entire planet.



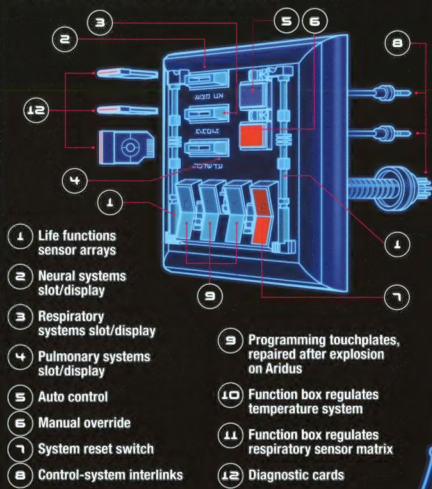
# DARTH VADER

After the Jedi Knight Anakin Skywalker turned to the dark side of the Force, he became a Dark Lord of the Sith—and Emperor Palpatine's deadliest lieutenant. Darth Vader betrayed and helped to destroy the Jedi Order, but was mortally wounded in a duel on the planet Mustafar with his former friend and Jedi Master, Obi-Wan Kenobi. Under Palpatine's supervision, surgical droids transformed Vader's mutilated body into an armored cyborg. Although the Dark Lord was entirely dependent on his armor's life support systems, and his formidable powers were drastically reduced by his injuries, he remained strong with the Force for the rest of his life.



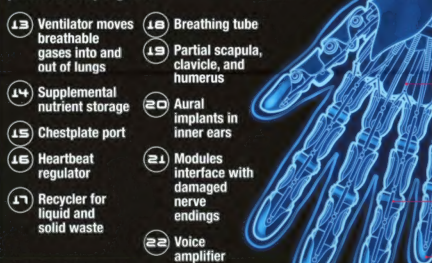
## LIFE-SYSTEMS COMPUTER

Darth Vader's life-support suit feeds data to his life-systems control computer, which is housed in his chestplate. Diagnostic cards are inserted into three corresponding slots to obtain data on physiological functions. A thick cable, linked to a breathing apparatus and heartbeat regulator, enters directly into Vader's torso. His belt carries computer units to activate chestplate controls and regulate his suit's temperature.



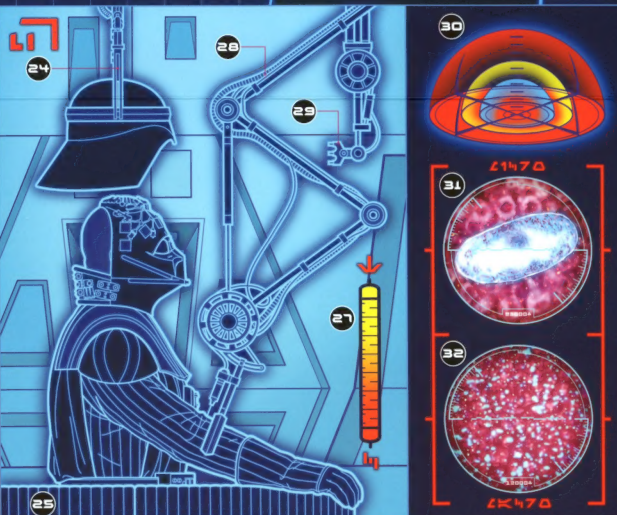
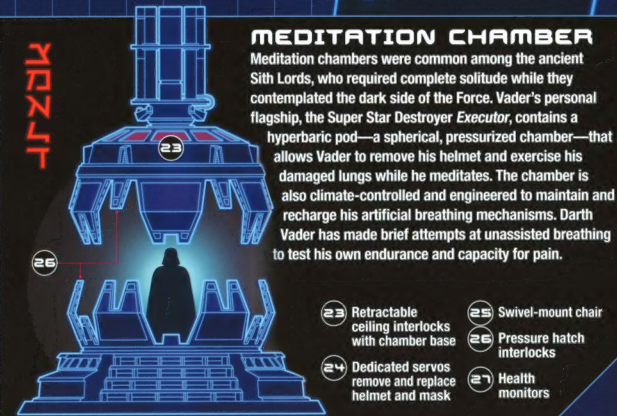
## CYBORG IMPLANTS

A ventilator is planted in Vader's chest, along with tubes that run directly into his damaged lungs. Other tubes enter his throat, so he can breathe unassisted for a limited time if ever the chest plate or belt control panels develop a glitch.



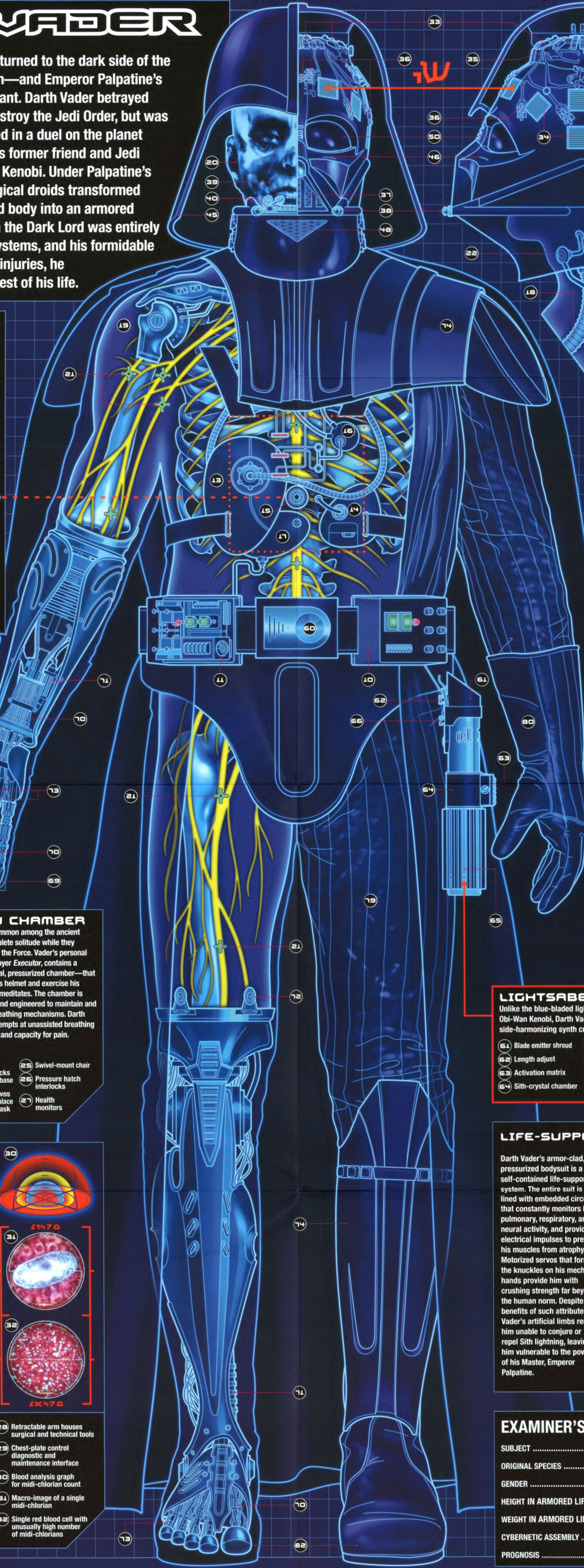
## MEDITATION CHAMBER

Meditation chambers were common among the ancient Sith Lords, who required complete solitude while they contemplated the dark side of the Force. Vader's personal flagship, the Super Star Destroyer *Executor*, contains a hyperbaric pod—a spherical, pressurized chamber—that allows Vader to remove his helmet and exercise his damaged lungs while he meditates. The chamber is also climate-controlled and engineered to maintain and recharge his artificial breathing mechanisms. Darth Vader has made brief attempts at unassisted breathing to test his own endurance and capacity for pain.



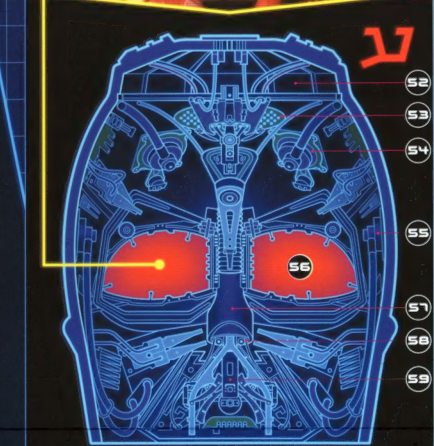
## LIVE BLOOD ANALYSIS

During the Old Republic, a prospective Jedi's Force connection could be estimated by a blood test for midi-chlorians: microscopic lifeforms that reside within all living cells and communicate with the energy field known as the Force. As a child, Anakin Skywalker's midi-chlorian count was over 20,000—higher than that of the most powerful Jedi Masters, including those of Yoda and Mace Windu. Despite his reduced organic systems, Vader's blood still teems with midi-chlorians. His meditation chamber has built-in transfusion inlets/outlets as well as monitors to keep his precious blood free from infection; robotic devices periodically clean and scrub his necrotic flesh.



## HELMET

Darth Vader's head is covered by an interlocking helmet, sensor-laden mask, and electrode-studded lockdown collar. Made of black durasteel, these components are hermetically sealed and connected with a flat backpack that cycles air to Vader's lungs. An implanted enunciator linked to an electronic voice processor enables Vader's scorched vocal cords to produce speech.

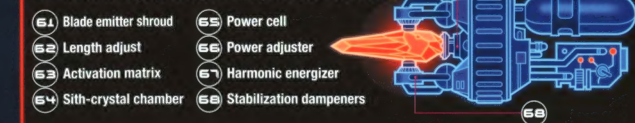


## SENSORY ENHANCERS

Lenses filter out light that could cause further injury to Vader's damaged corneas and retinas. They also provide infrared and ultraviolet vision, enabling Vader to see clearly in complete darkness. Sensors in the Sith Lord's helmet relay environmental data, which is then displayed as peripheral readouts.

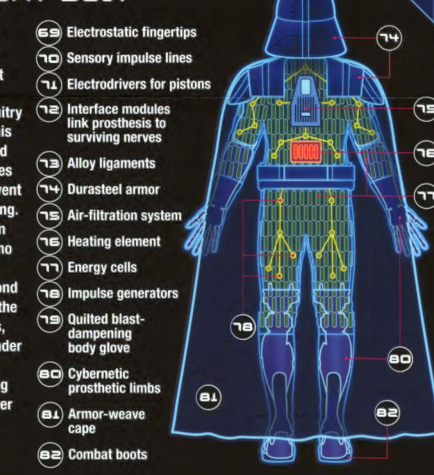
## LIGHTSABER

Unlike the blue-bladed lightsaber he lost during his duel with Obi-Wan Kenobi, Darth Vader's lightsaber utilizes a dark side-harmonizing synth crystal that produces a red beam.



## LIFE-SUPPORT SUIT

Darth Vader's armor-clad, pressurized bodysuit is a self-contained life-support system. The entire suit is lined with embedded circuitry that constantly monitors his pulmonary, respiratory, and neural activity, and provides electrical impulses to prevent his muscles from atrophying. Motorized servos that form the knuckles on his mechno hands provide him with crushing strength far beyond the human norm. Despite the benefits of such attributes, Vader's artificial limbs render him unable to conjure or repel Sith lightning, leaving him vulnerable to the power of his Master, Emperor Palpatine.



## EXAMINER'S REPORT

IMPERIAL DEPARTMENT OF CYBERNETICS

SUBJECT	DARTH VADER
ORIGINAL SPECIES	HUMAN
GENDER	MALE
HEIGHT IN ARMORED LIFE-SUPPORT SUIT	2.02M (6FT 8IN)
WEIGHT IN ARMORED LIFE-SUPPORT SUIT	APPROX 120KG (300LBS)
CYBERNETIC ASSEMBLY	EMPAL SURECON, CORUSCANT
PROGNOSIS	ROUTINE MAINTENANCE REQUIRED TO MAINTAIN SUBJECT



## UNLIKELY HEROES

Despite the fact that they are subservient mechanical beings, C-3PO and R2-D2 became well-known heroes in the civil war against the Galactic Empire.



## DROIDS FOR SALE

Shortly after arriving on Tatooine, C-3PO and R2-D2 are captured by Jawa scavengers, who sell both droids to Luke Skywalker's uncle, Owen Lars. Although C-3PO lived on the Lars moisture farm over two decades earlier, he has no memory of that period.



## TECHNICAL SUPPORT

After Imperial stormtroopers nearly destroyed C-3PO on Cloud City, the resourceful R2-D2 utilized his built-in tools not only to help repair his damaged friend but also to reactivate the Millennium Falcon's hyperdrive, enabling the ship to escape from the clutches of an Imperial armada.



## SECRET AGENTS

In a daring plan to rescue Han Solo from Jabba the Hutt, the droids go to Jabba's palace on Tatooine in advance of their Rebel allies. While C-3PO frets, R2-D2 smuggles Luke Skywalker's lightsaber into the palace, then waits for Luke's signal to release launch the weapon toward him.

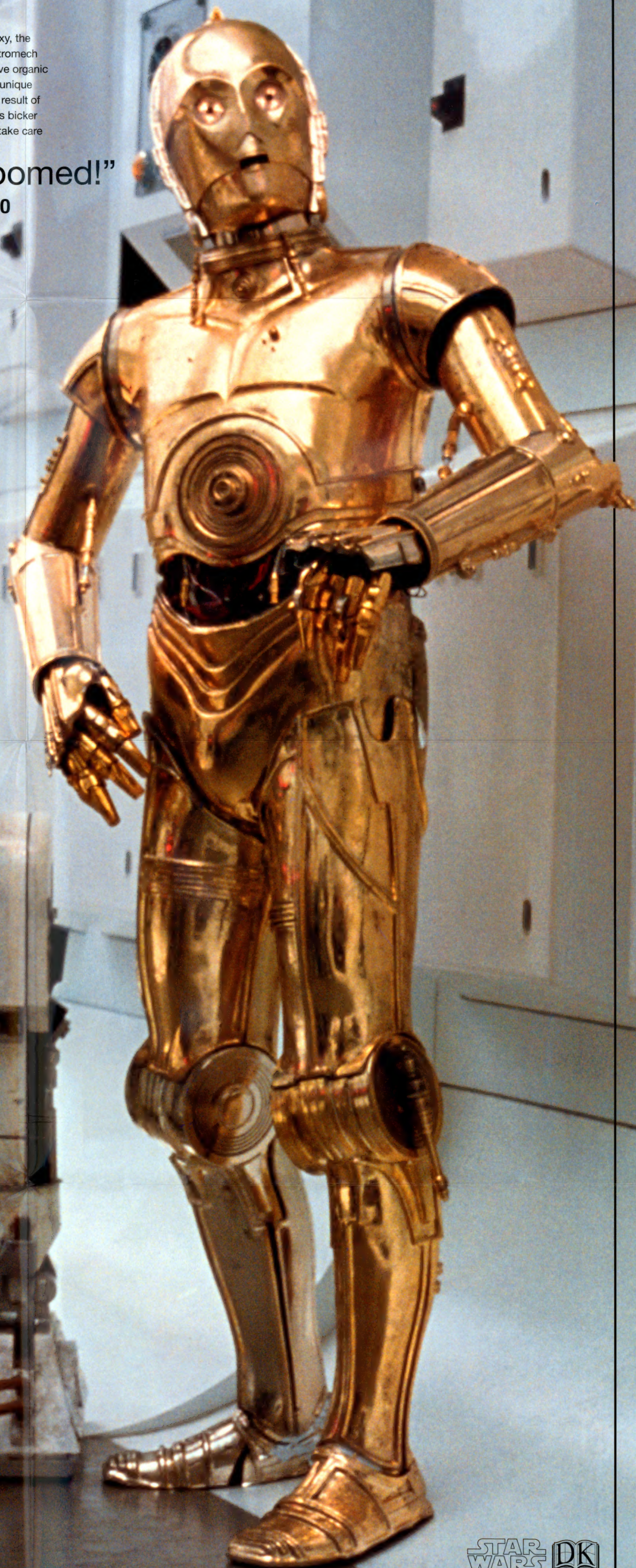
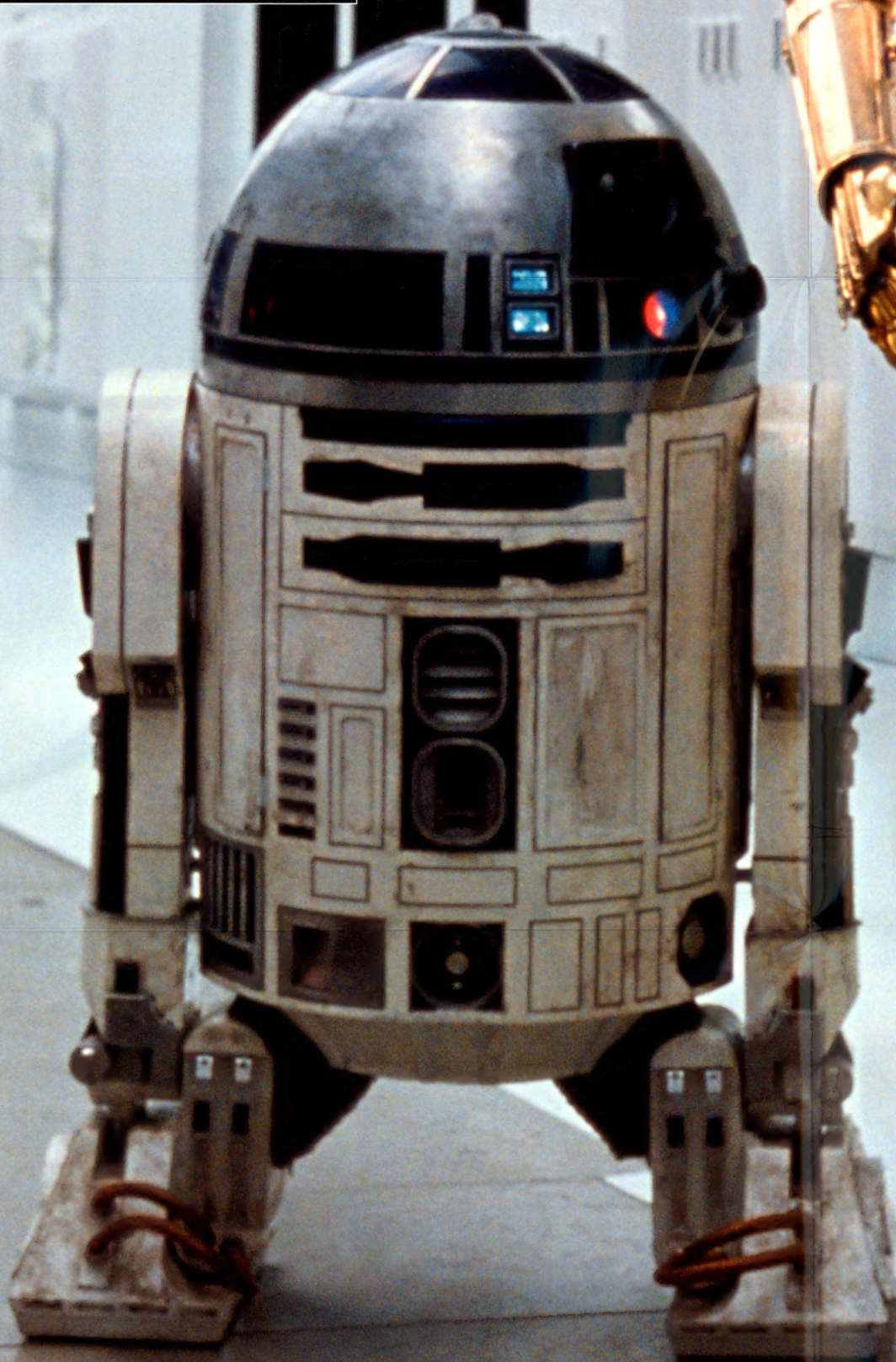
# C-3PO & R2-D2

## LONGTIME FRIENDS

Like most droids of their kind throughout the galaxy, the protocol droid C-3PO and his counterpart, the astromech unit R2-D2, were designed and engineered to serve organic life forms. Both droids have, however, developed unique and slightly eccentric behavior, which may be the result of infrequent memory wipes. Although the two droids bicker almost constantly, they generally do their best to take care of each other.

“We’re doomed!”

C-3PO

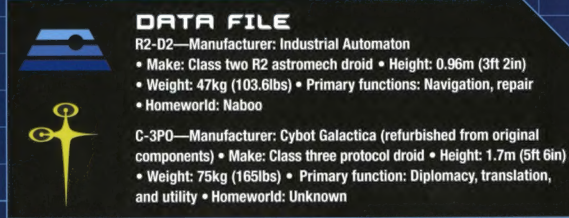
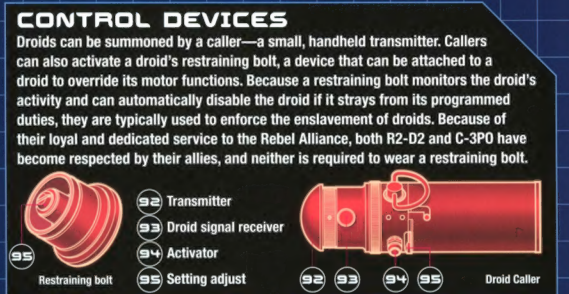
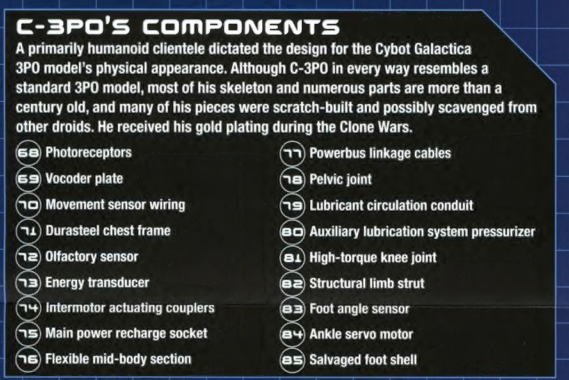
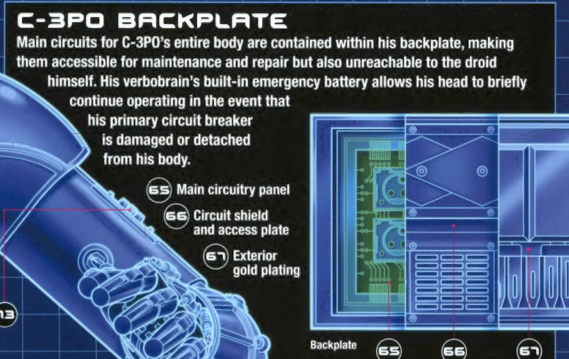
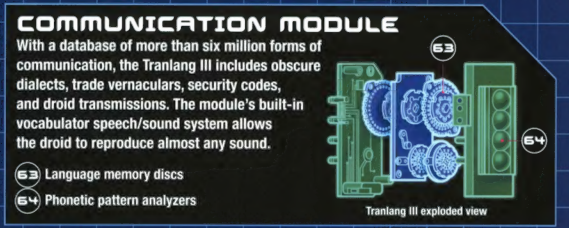
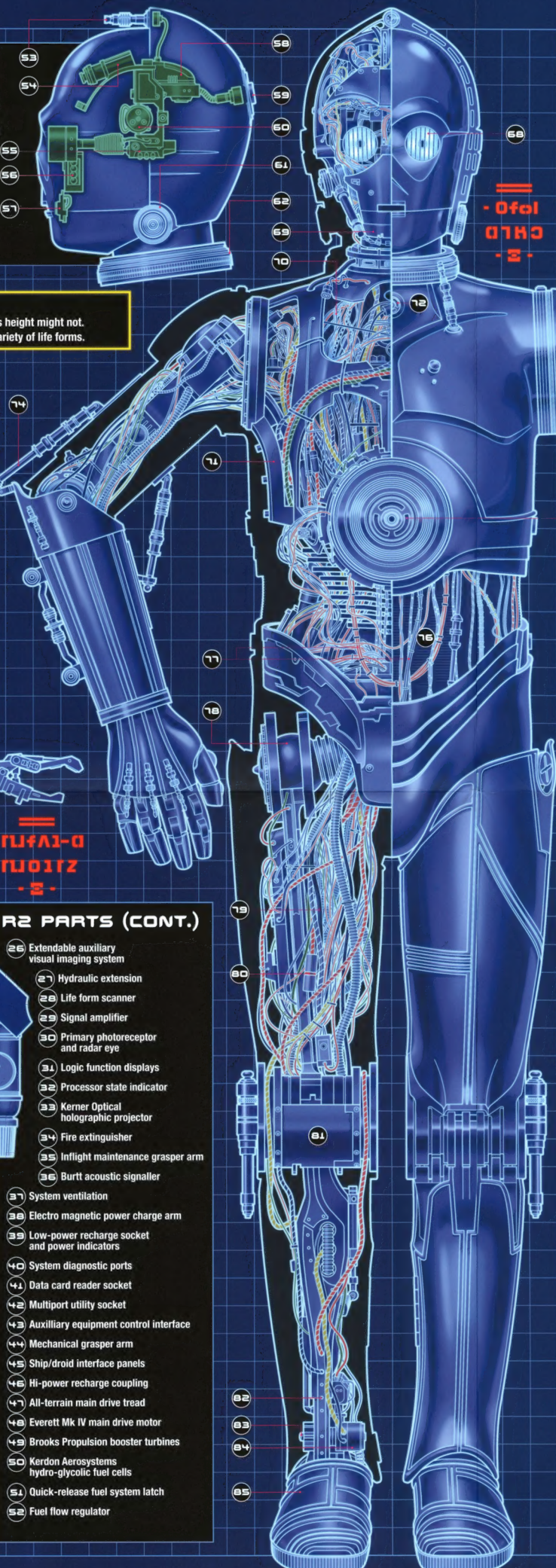
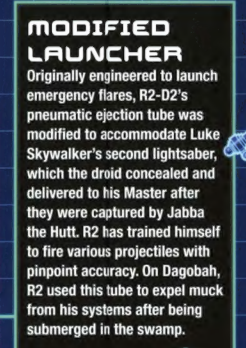
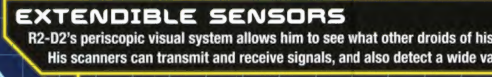
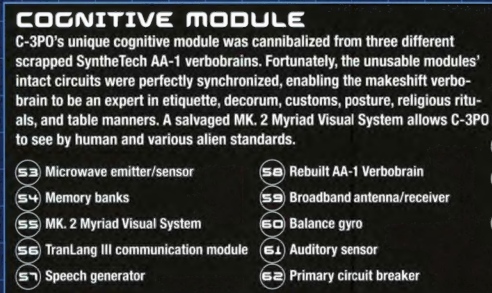
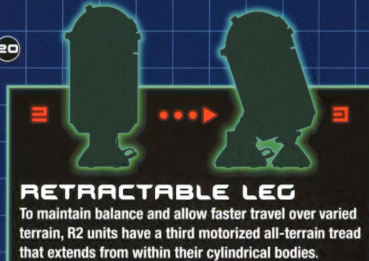
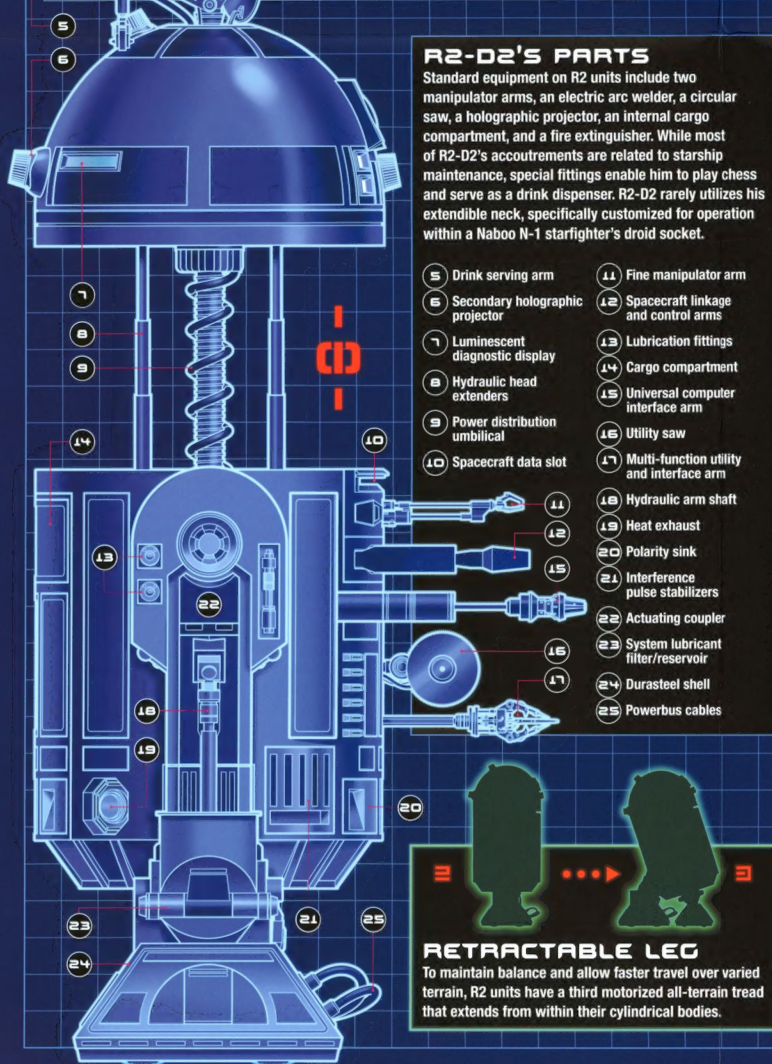




# R2-D2 & C-3PO



Subservient automatons with varying degrees of intelligence, droids are manufactured in as many different forms as there are tasks. Despite the fact that they are vital to the smooth operation of galactic society, they are often treated as chattel by their owners and generally underappreciated. The protocol droid C-3PO and his counterpart, the astromech R2-D2, excel at their respective functions, and have together served various masters for decades. With rare exceptions, C-3PO and R2-D2 have managed to avoid routine memory wipes; as a result, both have developed idiosyncratic personalities. While C-3PO has a distaste for space travel and a tendency to worry and fuss, R2-D2 is decidedly more adventurous and has an almost fierce streak of independence.





# MILLENNIUM FALCON

"She'll make point five past lightspeed. She may not look like much, but she's got it where it counts, kid. I've made a lot of special modifications myself."

HAN SOLO

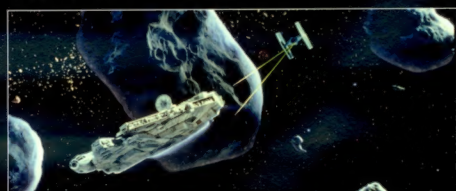
## THE FALCON'S STORY

The *Millennium Falcon*, a souped-up smuggling ship, played a significant role in the Rebel Alliance's war against the Empire.



### ESCAPE FROM MOS EISLEY

Piloted by its owner Han Solo and his co-pilot, Chewbacca, the *Millennium Falcon* blasted out of Docking Bay 94 from Tatooine's Mos Eisley Spaceport, carrying Jedi Master Obi-Wan Kenobi, Luke Skywalker, and two droids, one of which was carrying stolen technical readouts for the Death Star. The *Falcon* not only helped deliver the readouts to the Rebel Alliance, but also participated in the fateful Battle of Yavin.



### EVASIVE MANEUVER

After the Rebel evacuation of Hoth, the *Falcon* eluded an Imperial blockade but was unable to escape into hyperspace because of its damaged hyperdrive. Han Solo refused to surrender to Imperial Forces, however, and led a group of TIE fighters into an asteroid field. Despite the *Falcon*'s relatively bulky dimensions, Solo used every trick he knew to pass through the field and confound his pursuers.



### ARRIVAL AT CLOUD CITY

Following the Empire's victory at the Battle of Hoth, Han Solo piloted the *Falcon* to Bespin's Cloud City, where he asked the planet's former owner, Lando Calrissian, for help with emergency repairs. Unfortunately, Darth Vader had been forewarned of the ship's arrival and trapped her crew to be used as bait to lure Luke Skywalker to Cloud City. Lando and others would ultimately escape from Bespin in the *Falcon*—but without Han Solo.

## DEATH STAR ASSAULT

While Han Solo led a dangerous mission to the forest moon of Endor, Lando Calrissian piloted the *Falcon* straight into the superstructure of the second Death Star. Upon reaching the Death Star's reactor core, Calrissian fired a pair of Arakyd ST2 concussion missiles into the reactor. The *Falcon* barely outran the resulting explosion that destroyed the Empire's battle station and brought final victory to the Rebel Alliance.



# MILLENNIUM FALCON

Originally a YT-1300 Transport, a stock light-freighter manufactured by the Corellian Engineering Corporation (CEC), the *Millennium Falcon* was owned by the gambler Lando Calrissian before he lost it to the smuggler Han Solo in a game of sabacc. The engines had already been modified to enable it to outrun most starfighters, but Solo and his Wookiee copilot, Chewbacca, made additional modifications and upgrades to transform it into one of the fastest non-Imperial vessels in the galaxy. The duo also installed enhanced sensors and shield systems, greater firepower, and scanner-proof compartments for smuggling.

To maintain a low profile and to discourage suspicious customs officials, they utilized false registration numbers and made few obvious repairs to the freighter's battered hull. Despite these efforts at discretion, the *Falcon* became well known throughout the galaxy after its significant involvement in the Battles of Yavin and Endor.

## UNIQUE COMPUTER

The original Hanx-Wargel SuperFlow IV computer was torn down and rebuilt to manage the ship's many modified systems, nonstandard parts, and exotic technologies. The remodeled computer contains three different droid brains, which serve as computers and extra memory. Cannibalized from a military-issue R3 astromech, a V-5 transport droid, and a corporate espionage slicer droid, these droid brains are prone to bickering amongst themselves when not fully employed, but are strangely reliable in emergencies. They routinely tell lies about the ship's registry and its dimensions to deceive enemy sensors and inspectors. Efforts to duplicate the computer of the *Millennium Falcon* have ended disastrously.



## DORSAL

- 1 Cockpit
- 2 Maintenance access
- 3 Concussion missiles
- 4 Freight-loading room
- 5 Deflector-shield projector
- 6 Main hold
- 7 Holographic game board
- 8 Bunk
- 9 Engineering station
- 10 Number three hold
- 11 Quadex power core
- 12 Escape-pod hatches (five)
- 13 Upper hatch
- 14 Water recycling unit
- 15 Floor access to ventral universal docking hatch
- 16 Landing jet
- 17 Main sensor antenna
- 18 Sensor processing systems
- 19 Life-support systems
- 20 Auxiliary cooling system
- 21 Number two hold
- 22 Hydraulic system
- 23 Boarding ramp
- 24 Secret compartments
- 25 Circuitry bay
- 26 Port docking-ring
- 27 Crew's quarters
- 28 Fresh-water tanks
- 29 Gun-turret access
- 30 Power converter and batteries
- 31 Tractor beam emitter

## HYPERDRIVE

Hyperdrives make it possible for starships to travel at faster-than-light speeds via hyperspace. They are categorized by "class," with lower classes denoting faster speeds. The *Falcon*'s customized Class 0.5 hyperdrive is twice the size of the YT-1300 standard, and approximately twice as fast as Imperial warships. This enhanced capability is mostly due to Solo's innovative modifications to "streamline" the ship for hyperspace jumps. A Quadex power core and jury-rigged components ensure a three-standard-minute start-up sequence for the hyperdrive.

- 32 Charge planes
- 33 Effect channels
- 34 Inter-level conduits
- 35 Core chamber holds generator

## STARBOARD

- 36 Boarding ramp
- 37 Flood lights
- 38 Landing gear
- 39 Docking ring
- 40 Hyperspace integrator

## ILLEGAL SENSORS

A military-grade rectenna and highly illegal long-range sensor suite enables the *Falcon* to spot enemy ships several minutes in advance, time enough for the crew to take evasive action.

## LANDING CLAW

The landing gear consists of seven legs, each with an adjustable claw system that uses a vacuum seal with magnetic and mechanical grippers to adhere to almost any surface.

Retractable BlasTech Ax-108 "Ground Buzzer" blaster cannon

## MISSILES

Missiles are launched from upper and lower racks. Each rack has been adapted to carry up to four missiles from a variety of manufacturers.

Arakyd ST2 Concussion Missile

Dymek Concussion Missile

## QUAD LASER CANNONS

Lando Calrissian replaced the YT-1300's standard dorsal-mounted Corellian twin-guns with both dorsal and ventral CEC AG-2G quad laser cannons, blaster weapons with four tightly arranged barrels. Solo subsequently transformed the cannons into extremely illegal military-grade blasters by increasing the size of each barrel's energization crystal to allow for a laser beam intensity that can destroy a pursuing light ship, such as an Imperial TIE fighter, with a single shot. These maneuverable cannons can be remotely operated from the cockpit but with decreased accuracy. Dedicated artificial gravity compensators in each turret enable gunners to fire from diametrically opposite positions.

- 41 Twin firing-grips with built-in triggers
- 42 Intra-ship communicator
- 43 Directional control pedals
- 44 Transparisteel gunport
- 45 Tracking servos
- 46 Gunwells

Quad laser scope

## COCKPIT CONTROLS

- 47 Sensors
- 48 Comlink
- 49 Weapons
- 50 Throttle
- 51 Sublight engines
- 52 Auxiliary power
- 53 Hyperdrive
- 54 Warning light
- 55 Deflector shields
- 56 Display monitor
- 57 Lucky dice

## AFT

- 58 Sublight engine exhaust
- 59 Thrust vector plates
- 60 Gas exhaust stabilizer screen
- 61 Primary thrust pressure manifold
- 62 Heat exhaust vents
- 63 Fuel drive pressure stabilizers

## VENTRAL

- 64 Lower quad laser turret
- 65 Landing gear
- 66 Flood lights
- 67 Universal docking hatch
- 68 Freight elevator
- 69 Escape-pod doors
- 70 Retractable blaster cannon

## DATA FILE

Manufacturer: Corellian Engineering Corporation  
Make: Corellian YT-1300 transport (modified)  
Length: 34.75m (114ft) • Crew: 2 (minimum)  
Current owners/operators: Han Solo (left, top) and Chewbacca (left, bottom)  
Cargo: 100 metric tons (220,462lbs) • Engines: Quadex power core, powering Isu-Sim SSP05 hyperdrive generator (heavily modified); 2 Girodyne SRB42 sublight engines (heavily modified) • Hyperdrive: Class 0.5  
Armament: 2 CEC AG-2G quad laser cannons, 2 Arakyd ST2 concussion missile tubes, 1 BlasTech Ax-108 "Ground Buzzer" blaster cannon



# DEATH STAR

“This station is now the ultimate power in the universe. I suggest we use it.”

ADMIRAL MOTTI

## LETHAL LEGACY

Conceived before the formation of the Empire, the Death Star, followed by the Death Star II, would take countless innocent lives.



## SECRET PLANS

After former Jedi Master Count Dooku became the leader of the Separatist movement, Geonosian engineers provided him with holographic schematics for an immense battle station. Dooku delivered the schematics to his new Master, Sith Lord Darth Sidious.



## PLANET KILLER

Twenty-two years after the Battle of Geonosis, Rebel Alliance spies stole the secret schematics. Darth Vader captured Rebel leader Princess Leia Organa and brought her to Grand Moff Tarkin, who decided to test the Death Star's superlaser on Leia's homeworld, Alderaan.



## REBEL ASSAULT

After the Empire located the Rebels' base in the Yavin system, Imperial engineers were confident that the Death Star's turbolaser defenses would be more than sufficient against any threat—but they did not anticipate an attack from a squadron of small, fast Rebel starfighters.

## DEATH STAR II

Constructed in orbit around a forest moon in the Endor system, the Death Star II boasted a superlaser that required mere minutes to be recharged, and could be focused to fire at moving targets such as capital ships. The evil Emperor Palpatine lured the Rebel Alliance into launching an attack at Endor by allowing them to believe that the unfinished battle station was not yet operational.



# DEATH STAR

Nearly three decades before the Battle of Yavin, the prominent Coruscant-based engineer Raith Sienar conceived of the Expeditionary Battle Planetoid—a theoretical spherical battle station. Sienar presented his plans to Republic Outland Regions Security Force Commander Wilhuff Tarkin, who conveyed them to Supreme Chancellor Palpatine. By the time Palpatine assumed the title of Emperor and promoted him to Grand Moff, Tarkin was already supervising the secret construction for the moon-sized, hyperdrive-equipped superweapon—code-named Death Star—that would enforce Palpatine's rule throughout the galaxy. The Death Star's primary weapon was a superlaser that could generate a blast equal to the combined firepower of the entire Imperial fleet.

## THE SUPERWEAPON

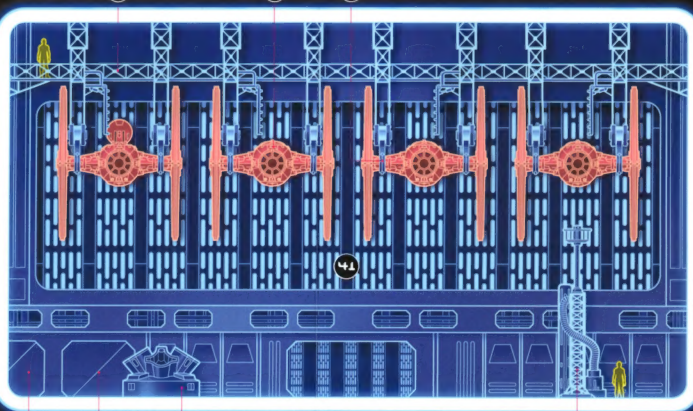
The Death Star is built around a hypermatter reactor that generates power for the superlaser. Eight individual laser stations—each manned by two Imperial Navy gunners—produce tributary beams of super-charged energy that converge at a central nexus in front of the massive focus lens. The tributary beams are fired in alternate sequence to build the power necessary to destroy a planet. The huge strain on the little-tested power generator matrix of the superlaser's hypermatter reactor requires full recharging before the system can be used again. There are four back-up laser stations in case a main station malfunctions.

- 1 Main exhaust port
- 2 Thermal exhaust port
- 3 Central power column
- 4 Tractor-beam power coupling
- 5 Tractor-beam generator tower
- 6 Superlaser power cell
- 7 Ion sublight engines
- 8 Equatorial docking bay
- 9 Emergency radiation discharge
- 10 Ion-drive reactor
- 11 Atmosphere processing unit
- 12 Power processing networks
- 13 Secondary power converters
- 14 Equatorial trench
- 15 Mid-hemisphere trench
- 16 Turbolift shaft
- 17 Sector computer cluster
- 18 Turbolaser towers
- 19 Hangar Bays
- 20 Primary beam focusing magnet
- 21 Main power generator
- 22 Targeting field generator
- 23 Static discharge tower
- 24 Carrier beam crystal
- 25 Magnetic shielding
- 26 Hyperdrive
- 27 Tributary superlaser beam shaft
- 28 Induction hyperphase generator
- 29 Firing field amplifier
- 30 Primary power amplifier
- 31 Insulator plating
- 32 Hypermatter reactor
- 33 Central computer core
- 34 Power cell
- 35 Concentric surface decks

## TIE HANGAR

The Death Star's armament of over 11,000 combat vehicles includes 7,000 TIE fighters, which are stored on cycling racks in hangar bays throughout the station. Smaller hangars may contain as few as two TIE fighters, while larger hangars contain six squadrons, or 72 TIE fighters. TIE fighter pilots board their ships via overhead gantries, with automated systems then moving the fighters to the front of the rack where pilots disengage and launch directly into space.

- 36 Pilot's boarding gantry
- 37 TIE fighter
- 38 Retaining claw
- 39 Atmospheric shield projectors
- 40 Access doors
- 41 Transfer tunnel
- 42 Service gantry
- 43 Refuelling pod



## HULL DEFENSES

The Death Star's exterior is dotted with heavy weapon emplacements, including 15,000 capital ship turbolasers. Tractor-beam projectors are also utilized for defense, given that 12 beams used in unison are sufficient to capture almost any ship.

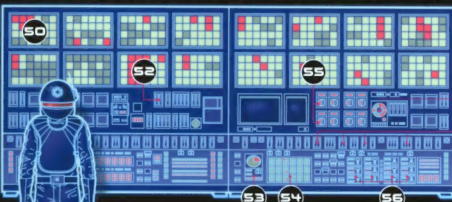
- 44 Turbolaser towers
- 45 Shield projectors

## THERMAL EXHAUST PORT

A technical readout obtained by Rebel spies revealed a fatal flaw in the Death Star's design: a two-meter-wide thermal exhaust port, located in the polar trench, that left the station's power core vulnerable to proton torpedoes. This flaw was subsequently corrected for the construction of the second Death Star.

- 46 Sub-surface levels
- 47 Turbolift shafts
- 48 Defense-field generators
- 49 Communications arrays

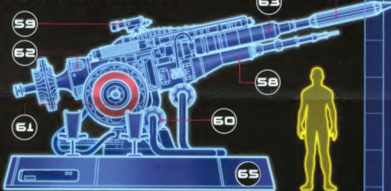
## SUPERLASER GUNNER STATION



- 50 System status boards
- 51 Radiation levels
- 52 Emitter crystal harmonics
- 53 Charge status-indicator
- 54 System ignition keypad
- 55 Tributary beam alignment
- 56 Power-flow regulators
- 57 Focus-field polarity

## MANNED LASER CANNON

Borstel Galactic Defense manufactured the exotic SB-920 laser cannon exclusively for Imperial starships. Death Star gunners are stationed in pressurized enclosures to fire the cannons directly through magnetic force-field ports.



- 58 Collimator
- 59 Targeting sensor
- 60 Power coupling
- 61 Laser activator
- 62 Power converter
- 63 Laser barrel
- 64 Laser cooling sleeve
- 65 Rotating base

## TURBOLASER DEFENSES

The Death Star has 5,000 Taim & Bak XX-9 heavy turbolaser towers. Although the turbolaser towers are far more powerful than standard laser cannons and capable of defending the station against capital ship attacks, they also have a slow recharge rate and are too ponderous to track small, fast-moving starfighters.

- 66 Rotating turret
- 67 Blaster gas chamber
- 68 Galven coils
- 69 Emitter
- 70 Cooling sleeve
- 71 Elevation gyros
- 72 Access hatch
- 73 Sensors
- 74 Quadanium steel-hull plating
- 75 Capacitor banks
- 76 Support crew and maintenance level
- 77 Turbine generators
- 78 Gunner crew stations level
- 79 Tracking and targeting computers

## TRACTOR BEAM REACTOR COUPLING

On large space stations, tractor beams are coupled to the main reactor to provide a steady stream of energy. The Death Star has seven power coupling terminals; each terminal stands atop generator towers 35 kilometers tall, to provide energy for more than seven hundred tractor beams. If the tractor beam's connection to the reactor is severed at any one of the coupling sites, the beam becomes inoperative. Maintenance and technician droids access the reactor coupling controls via a bridge that wraps around the terminal.



- 80 Energy emitter
- 81 Power display
- 82 Control levers
- 83 Generator



## DATA FILE

• Designer: Raith Sienar (left). Further developed by Geonosian Hive engineers, finalized by Bevel Lemelisk. Construction overseen by Wilhuff Tarkin (below left)  
• Manufacturer: Imperial Department of Military Research/Sienar Fleet Systems  
• Make: Mk. I deep-space mobile battle station • Dimensions: 160km (99.4 miles) diameter • Crew: 342,953 • Passengers: 843,342 • Hyperdrive: class 4 • Engines: SFS-CR2700 hypermatter reactor powering 123 Isu-Sim SSP06 hyperdrive generators; 2 Sepma 30-5 sublight engines • Armament: 1 superlaser—range 47,060,000km (29,241,719 miles), 5,000 turbolaser batteries, 5,000 heavy turbolasers, 2,500 laser cannons, 2,500 ion cannons, 768 tractor-beam emplacements, 11,000 combat vehicles.



# WEAPONRY

## ENERGIZED ARSENALS

While most weapons manufacturers had exclusive contracts with the Empire, BlasTech Industries supplied weapons to both sides of the Galactic Civil War, and to the public sector. In fact, many soldiers and mercenaries consider the name BlasTech to be synonymous with blaster. Although lightsabers are more exotic and less common than blasters, both are classified as energy weapons.

“Hokey religions and ancient weapons are no match for a good blaster at your side, kid.”

HAN SOLO

## ARMED & DANGEROUS

While both the Imperial and Rebel forces brandish a wide variety of energy weapons, only Jedi use lightsabers.



## CRACK SHOT

On her homeworld, Princess Leia Organa was trained in the military arts, techniques, and strategies. An expert shot, she rarely misses her target. On the Tantive IV, she used a Dresian Defense Conglomerate Defender sporting blaster to hold her own against invading stormtroopers.



## JEDI LEGACY

On Tatooine, Jedi Master Obi-Wan Kenobi—known locally as “Ben”—presents Luke Skywalker with the lightsaber that once belonged to Luke’s father. Obi-Wan recovered the weapon nearly twenty years earlier, after he defeated Darth Vader on the planet Mustafar.



## STRENGTH IN NUMBERS

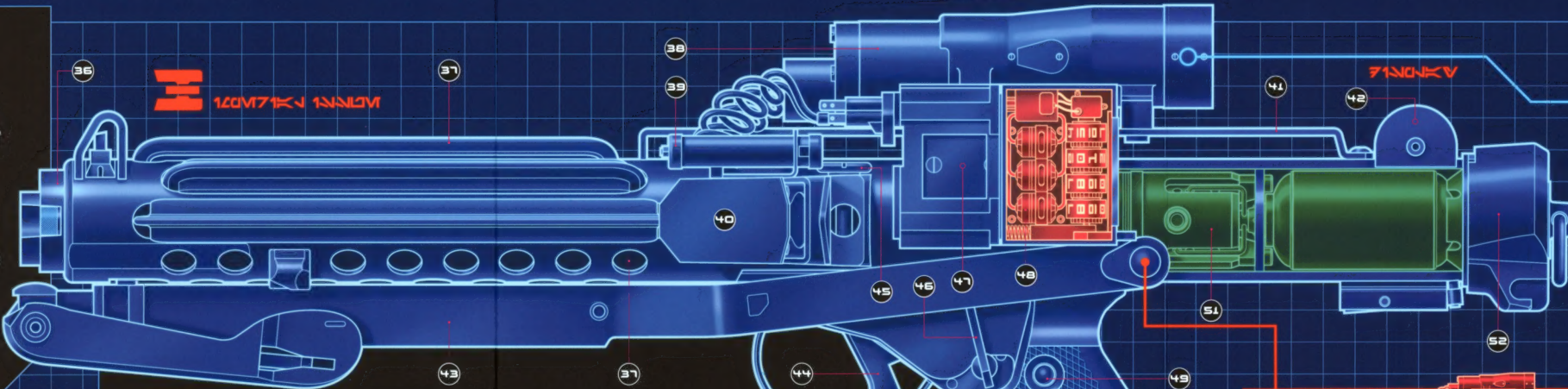
All Imperial stormtroopers are trained in combat and many are competent marksmen. Their real strong point, however, is an ability to overwhelm enemies with sheer numbers. If any stormtroopers fall during an exchange of firepower, many more are always ready to step in and take over.



# WEAPONS



Blasters are common weapons that use concentrated high-energy gas as ammunition. This gas is activated by a power cell and converted into plasma, which is released from a blaster's barrel as a coherent energy bolt that can cause damage to organic and inorganic targets. Blasters were regarded as clumsy and random by the Jedi Knights, whose lightsabers—blades of pure energy—are considered by many to be the most incredible weapons ever created. Although Han Solo once remarked that “hokey religions and ancient weapons” were “no match for a good blaster,” the fact remains that skilled Jedi can use lightsabers to deflect blaster bolts.



**STUN SETTING**  
The E-11's “stun” setting reduces the volatility of the weapon's emitted charge, and can render targets unconscious for up to ten minutes without causing any lasting physical damage.

## ULTRASONIC SCOPE

To bring shadowy targets into view, Han Solo's blaster pistol has an exotic motion sensor scope and computer-enhanced low-light sighting. Ultrasonic beam emitters construct a three-dimensional “sound pattern” of the target in this military-grade scope, which is not available on the open market.

- 1 Display screen
- 2 Image sub-processor
- 3 Universal scope power taps
- 4 Power converter for image processor
- 5 Primary logic processor
- 6 Scope adjustment and control knob
- 7 Motion sensor insulating body
- 8 Target sensor assembly

## BLASTTECH E-11 BLASTER RIFLE

Standard-issue for Imperial stormtroopers, the E-11 can alternate between semiautomatic, fully automatic, and pulse-fire settings, and is designed to use a variety of ammunition, including grenades, darts, and flares. A computer-enhanced scope compensates for dark, hazy, or smoky conditions, while a supplementary computer enables the scope to display data specific to the weapon's current operating mode. The E-11's long barrel produces a tightly focused and very powerful particle beam, and has a maximum range of three hundred meters and an optimum range of one hundred meters.

- 36 Emitter nozzle
- 37 Heat vents and cooling fins
- 38 Range-finding sight
- 39 Advanced targeting sensor
- 40 Power cell
- 41 Accessory mounting rail
- 42 Setting adjust
- 43 Folding stock
- 44 Trigger
- 45 Power pack release
- 46 Safety/fire mode select
- 47 Scope interlink processor
- 48 Scope power unit
- 49 Low-power pulse indicator
- 50 Magnatonic adhesion grip
- 51 Gas conversion enabler (XCiter)
- 52 Gas cartridge cap

## FOLDING STOCK

When the rifle's folding stock is collapsed below the blaster's barrel, it can be wielded with one hand for close-quarters combat or by both the main and forward grip. During long-range combat, the fully extended stock can be braced against the wielder's shoulder for greater stability and accuracy.



## GAS REFILL

The modified blaster accepts gas refills via a standard port or replacement gas cartridges.

## BLASTER GAS

Blaster bolts appear in different colors, dictated by the type of gas and crystal focusing device. The six most common types of blaster gas are eleton, oryeth, prothium, sig, skevon, and tolium. The modified DL-44 uses Tibanna gas from Bespin, which produces greater energy yields than other gases and is generally used for ship-mounted blasters.

## HAN SOLO'S MODIFIED BLASTTECH DL-44

A standard DL-44 is designed for extreme close-quarters combat and typically uses a power pack that contains enough energy for twenty-five armor-piercing shots. Han Solo's heavily modified weapon includes a motion-sensor scope and efficient galven circuitry that allows the pistol to deal more damage without draining additional energy. The blaster's grip contains a vibrating “cautionary pulser” that silently alerts Han when the power pack is down to five shots or less.

- 9 Standard gas refill port
- 10 Enhanced blast delivery selector
- 11 Power pack release lever
- 12 Grip release for gas cartridge replacement
- 13 Gas cartridge
- 14 Triggering and control unit
- 15 High-pressure gas lines
- 16 Cautionary pulser
- 17 Scope power switch
- 18 Power-pack door
- 19 Power pack
- 20 Safety/Refill or Fire mode-select
- 21 XCiter high-power induction relay
- 22 Prismatic crystal housing
- 23 Cooling fins to dissipate heat from quickly draining power cells
- 24 Galvenning barrel
- 25 Stun setting switch
- 26 Final stage collimator
- 27 Flash suppressor

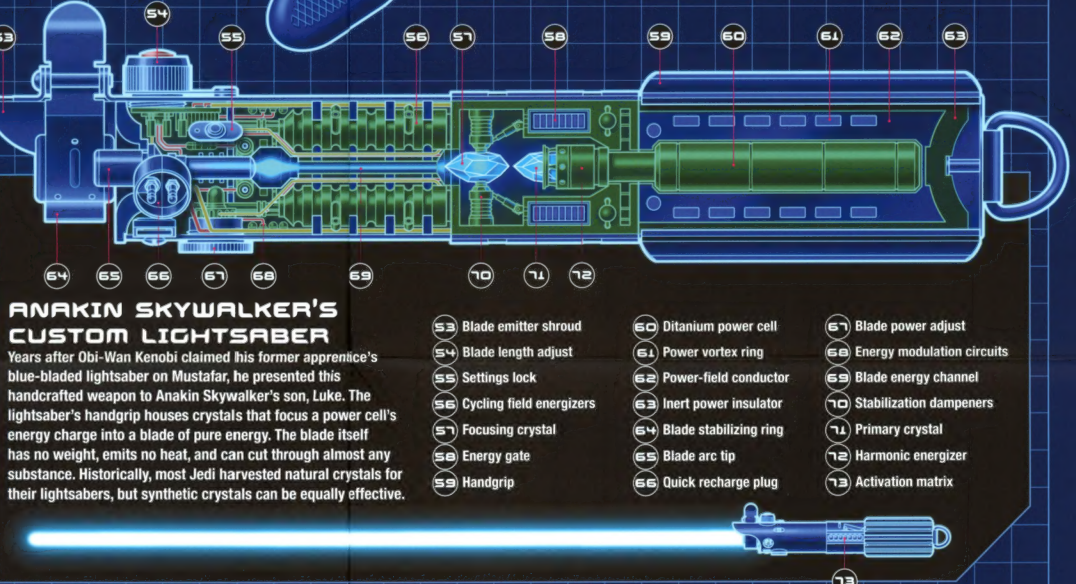


- 28 Additional power cells
- 29 Droid caller
- 30 Anti-security disc
- 31 Back-up gas cartridge
- 32 Quick-draw holster
- 33 Low-power taps
- 34 High-power taps
- 35 Pack status indicators

## ANAKIN SKYWALKER'S CUSTOM LIGHTSABER

Years after Obi-Wan Kenobi claimed this former apprentice's blue-bladed lightsaber on Mustafar, he presented this handcrafted weapon to Anakin Skywalker's son, Luke. The lightsaber's handgrip houses crystals that focus a power cell's energy charge into a blade of pure energy. The blade itself has no weight, emits no heat, and can cut through almost any substance. Historically, most Jedi harvested natural crystals for their lightsabers, but synthetic crystals can be equally effective.

- 53 Blade emitter shroud
- 54 Blade length adjust
- 55 Settings lock
- 56 Cycling field energizers
- 57 Focusing crystal
- 58 Energy gate
- 59 Handgrip
- 60 Titanium power cell
- 61 Power vortex ring
- 62 Power-field conductor
- 63 Inert power insulator
- 64 Blade stabilizing ring
- 65 Blade arc tip
- 66 Quick recharge plug
- 67 Blade power adjust
- 68 Energy modulation circuits
- 69 Blade energy channel
- 70 Stabilization dampeners
- 71 Primary crystal
- 72 Harmonic energizer
- 73 Activation matrix



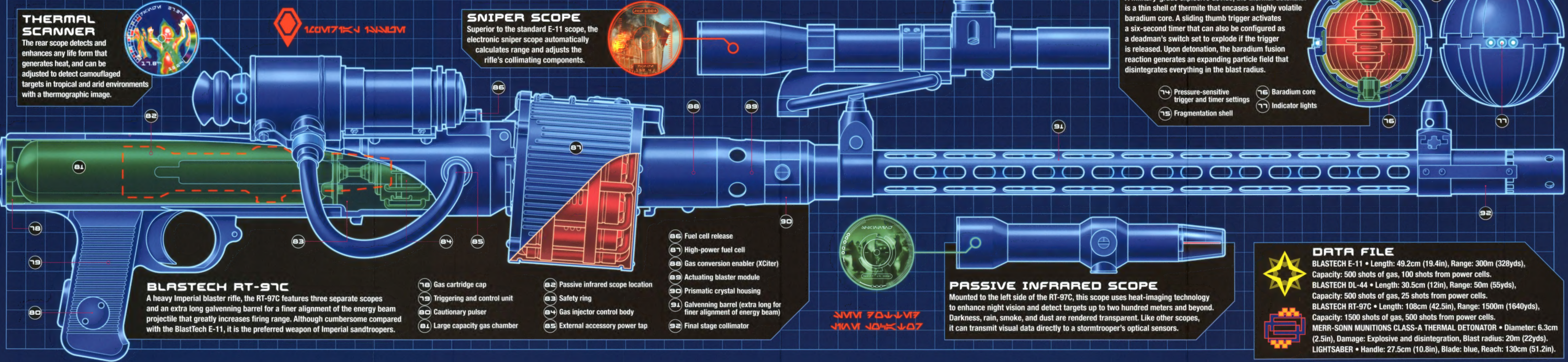
## THERMAL SCANNER

The rear scope detects and enhances any life form that generates heat, and can be adjusted to detect camouflaged targets in tropical and arid environments with a thermographic image.



## SNIPER SCOPE

Superior to the standard E-11 scope, the electronic sniper scope automatically calculates range and adjusts the rifle's collimating components.



## BLASTTECH RT-97C

A heavy Imperial blaster rifle, the RT-97C features three separate scopes and an extra long galvenning barrel for a finer alignment of the energy beam projectile that greatly increases firing range. Although cumbersome compared with the BlastTech E-11, it is the preferred weapon of Imperial sandtroopers.

- 78 Gas cartridge cap
- 79 Triggering and control unit
- 80 Cautionary pulser
- 81 Large capacity gas chamber
- 82 Passive infrared scope location
- 83 Safety ring
- 84 Gas injector control body
- 85 External accessory power tap
- 86 Fuel cell release
- 87 High-power fuel cell
- 88 Gas conversion enabler (XCiter)
- 89 Actuating blaster module
- 90 Prismatic crystal housing
- 91 Galvenning barrel (extra long for finer alignment of energy beam)
- 92 Final stage collimator

## PASSIVE INFRARED SCOPE

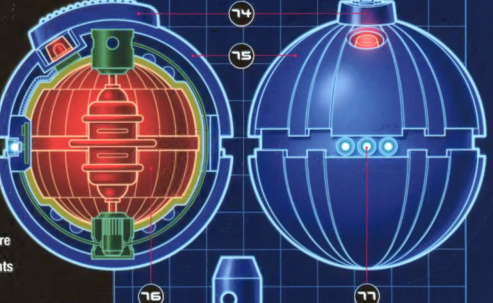
Mounted to the left side of the RT-97C, this scope uses heat-imaging technology to enhance night vision and detect targets up to two hundred meters and beyond. Darkness, rain, smoke, and dust are rendered transparent. Like other scopes, it can transmit visual data directly to a stormtrooper's optical sensors.



## MERR-SONN MUNITIONS THERMAL DETONATOR: CLASS-A

A military-grade explosive device, the thermal detonator is a thin shell of thermite that encases a highly volatile baradium core. A sliding thumb trigger activates a six-second timer that can also be configured as a deadman's switch set to explode if the trigger is released. Upon detonation, the baradium fusion reaction generates an expanding particle field that disintegrates everything in the blast radius.

- 74 Pressure-sensitive trigger and timer settings
- 75 Fragmentation shell
- 76 Baradium core
- 77 Indicator lights



## DATA FILE

BLASTTECH E-11 • Length: 49.2cm (19.4in), Range: 300m (328yds), Capacity: 500 shots of gas, 100 shots from power cells.  
BLASTTECH DL-44 • Length: 30.5cm (12in), Range: 50m (55yds), Capacity: 500 shots of gas, 25 shots from power cells.  
BLASTTECH RT-97C • Length: 108cm (42.5in), Range: 1500m (1640yds), Capacity: 1500 shots of gas, 500 shots from power cells.  
MERR-SONN MUNITIONS CLASS-A THERMAL DETONATOR • Diameter: 6.3cm (2.5in), Damage: Explosive and disintegration, Blast radius: 20m (22yds).  
LIGHTSABER • Handle: 27.5cm (10.8in), Blade: blue, Reach: 130cm (51.2in).



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